SHARK ISLAND
EXPANSION PACK

Game Designers
Mark Wright

Game Editor
Kristy Wright

SHARK ISLAND
EXPANSION PACK

SHARK ISLAND EXPANSION PACK INFORMATION

The Shark Island Expansion Pack makes Shark Island playable with as many players as you like along with more options and conflicts to play against other players. The game grid has been changed to a single player grid with more dice charts and item storage. All the rules, when playing Shark Island Expansion Pack, are the same as Shark Island except for the additional rules added to the game by the Shark Islands Expansion Pack.

SHARK ISLAND EXPANSION PACK GAME CONTENT

*1 Downloadable copy of the Shark Island Expansion Pack Game Instructions.
*1 Downloadable copy of the Shark Island Expansion Pack Game Grid.
*3 eight sided dice (not included).
*Writing utensils (not included).

SHARK ISLAND EXPANSION PACK GAME INSTRUCTIONS

The Shark Island Expansion Pack is a multi player game that needs 3 eight sided dice and printed copies of the Shark Island Expansion Pack Game Grid. All players agree on the length of the Shark Island Expansion Pack Game Grid before the game begins.

All players must each roll a D8 die. The sum of the top two dice are the LIFE POINTS for each player. Each player starts with the same number of LIFE POINTS.

Each player's turn starts with a player rolling the CONFLICT POINT DIE (D8) and acquiring a conflict from the number rolled based on the CONFLICT POINT DIE (D8) Chart.

Lunch Break RPG © Shark Island Expansion Pack 2016

CONFLICT POINT DIE (D8)							
1	2	3	4	5	6	7	8
Found Items	*Ocean Currents -2 Points	*Seaweed -3 Points	*Hypothermia -4 Points	Oceanic Whitetip Shark -5 Points	Tiger Shark -6 Points	Bull Shark -7 Points	Great White Shark -8 Points

*The only Found Item that can be used with these conflicts within a player's own turn is a temporary float.

If a player rolls a 1 on the CONFLICT POINT DIE (D8), they must then roll the FOUND ITEM DIE (D8). If a player does not roll a 1 on the CONFLICT POINT DIE (D8), they must then roll the STRENGTH POINT DIE (D8).

FOUND ITEM DIE (D8)							
1	2	3	4	5	6	7	8
Rock CPD -1 SPD +1	Smoke Bomb CPD -2 SPD +2	Knife CPD -3 SPD +3	Temporary Float SPD +4	*1 Bullet Needs Pistol	*Pistol Needs Bullet CPD -6 SPD +6	Grenade CPD -7 SPD +7	Floating Algae Power SPD +8

*A player with a gun must also have a bullet to be able to fire the gun.

Any found item a player acquires can be stored in their item storage box on the Shark Island Expansion Game Grid. Found items can be used if a player wants to use it in their turn or can also be used against another player during the other players turn. When a player uses an item for themselves, it affects their own SPD (STRENGTH POINT DIE) by adding points to it during their turn. If a player would like to use an item on another player during the other players turn, it affects the other players CPD (CONFLICT POINT DIE) by subtracting points from it during their turn. A player can only use a found item once until they reroll the same item again. A player can hold as many items as wanted in their item storage box. Not all found items can be used on other players. Please refer to the Found Item Die Chart.

A player will not need to roll the STRENGTH POINT DIE (D8) after rolling the FOUND ITEM DIE (D8) due to there is no occurring conflict.

STRENGTH POINT DIE (D8)							
1	2	3	4	5	6	7	8
Go Home +1 Points	Very Weak +2 Points	Weak +3 Points	Average +4 Points	Average +5 Points	Strong +6 Points	Very Strong +7 Points	Shark Terminator +8 Points

The final turn of the game on the game grid (5, 10, 15, or 20), the player will have to get on the rocky shore from the water. The rocky shore will be very dangerous as the waves hit the rocks. The CONFLICT DIE (D8) will automatically be set at the number -6.

A player cannot use a Found Item, in their Item Storage Box, on their final turn. After a player has finished their final turn, the same player can use a Found Item, in their Item Storage Box, on another player during the other players turn.

ADDITIONAL SHARK ISLAND EXPANSION PACK INFORMATION

If you do not have 3 eight sided dice available to play the Shark Island Expansion Pack, you can use the available digital dice made for the game as an extra game utility http://lunchbreakrpg.com/sharkislandexpansionpackdice.html.

Lunch Break RPG © Shark Island Expansion Pack 2016